

1 **ABSTRACT**

2 Reduction of aliasing artifacts along discontinuity edges of a rendered
3 polygon mesh is achieved by overdrawing the edges as antialiased lines. The
4 discontinuity edges are oriented consistently and blended as they approach
5 silhouettes in the mesh to avoid popping at the edge, thereby achieving a temporal
6 smoothness at the silhouettes. This temporal smoothness is balanced with a
7 competing desire to maintain spatial sharpness by utilizing an asymmetric
8 blending technique. To further improve results, the discontinuity edges can be
9 sorted by depth prior to overdrawing them. These processes are effective at
10 reducing the temporal artifact known as "crawling jaggies".

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